

# Shamanic Circle

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By communing with nature and ancestor spirits you are able to draw upon a range of unusual powers and abilities. Shamans often start out life as priests for primitive or barbaric tribes, before turning to adventuring in order to placate an ancestor or carry out the whim of an ancient spirit. They are often Chaotic Neutral, outcasts even from their own community, who typically regard them with fear and reverence.

## Mask of the Soul

When you join this circle at 2<sup>nd</sup> level you receive (or craft) a mask that represents a certain spirit or ancestor. By wearing this mask you can invoke the power of that spirit or ancestor. Some examples are given below, but the player and DM are encouraged to use their imagination to come up with alternatives. As a general guideline a mask should grant proficiency in one skill, and allow the wearer to cast one 2<sup>nd</sup> level spell that is not on the druid spell list. Given one week you may craft a new mask (representing a different spirit), but this renders the old one powerless.

### Coyote

You invoke the sly cunning of the coyote spirit in order to outwit your opponents. You become proficient in Deception and may cast *alter self* as though you had it prepared. You may also cast it once per long rest without expending a slot, even if you are not normally able to cast 2<sup>nd</sup> level spells.

### Grandfather

This mask channels the wisdom of your ancestors, granting you proficiency in History and allowing you to cast the spell *augury* as though you had it prepared. You may also cast it once per long rest without expending a slot, even if you are not normally able to cast 2<sup>nd</sup> level spells.

### Raven

The raven lets you stare into the hearts of others, granting you proficiency in Insight and allowing you to cast *detect thoughts* as though you had it prepared. You may also cast it once per long rest without expending a slot, even if you are not normally able to cast 2<sup>nd</sup> level spells.

## Become the Spirit

At 6<sup>th</sup> level your mask allows you to cast an additional spell as though you had it prepared. You may also cast this spell once per long rest without expending a slot, even if you are not normally able to cast 4<sup>th</sup> level spells. After casting the spell in this way you take on an unnerving likeness to your mask, causing you to have Disadvantage on checks made using an ability determined by the mask. This wears off after a short rest.

### Coyote

You count as having *polymorph* prepared, and may cast it for free once per long rest even if you cannot normally cast 4<sup>th</sup> level spells. When you do this you begin to lose your grip on reality (Disadvantage on Wisdom ability checks until you take a short rest).

### Grandfather

You count as having *divination* prepared, and may cast it for free once per long rest even if you cannot normally cast 4<sup>th</sup> level spells. When you do this you appear to age rapidly, until you resemble someone very near the end of their life (Disadvantage on Constitution ability checks until you take a short rest).

### Raven

You count as having *arcane eye* prepared, and may cast it for free once per long rest even if you cannot normally cast 4<sup>th</sup> level spells. When you do this one of your own eyes detaches and becomes the invisible, magical eye, leaving a gaping orifice that bleeds constantly (Disadvantage on Charisma ability checks until you take a short rest).

## Journey to the Spirit World

At 10<sup>th</sup> level you may enter a trance that replicates the effect of the spell *etherealness*, with the following changes: it affects only yourself, and you leave behind your body, which remains vulnerable. You may only cancel this effect by returning to the precise location of your body, which you can automatically locate and orientate yourself towards. If your body is destroyed before you can reach it then you are lost forever in the spirit realm. You may only use this ability once per long rest.

## Aspect of the Beast

By performing a ritual where you are consumed by spirits you may, at 14<sup>th</sup> level, take on the aspect of whatever mask you have prepared at that time. The ritual takes fifteen minutes, after which time you are reborn as a bizarre, humanoid version of whatever it is that your mask represents. This transformation is similar to that which happens when you use your 6<sup>th</sup> level feature, only more dramatic. You remain transformed until you next use this feature, meaning that you can wear a new mask without interrupting the transformation (and therefore make use of different version of the 2<sup>nd</sup> and 6<sup>th</sup> level features). Your old mask is consumed as part of this ritual.

### Coyote

You may cast *alter self* at will, and gain Advantage on Charisma ability checks and saving throws but Disadvantage on Wisdom ability checks and saving throws.

### Grandfather

You may cast *augury* at will, and gain Advantage on Wisdom ability checks and saving throws but Disadvantage on Constitution ability checks and saving throws.

## Raven

You may cast *detect thoughts* at will, and gain Advantage on Intelligence ability checks and saving throws but Disadvantage on Charisma ability checks and saving throws.